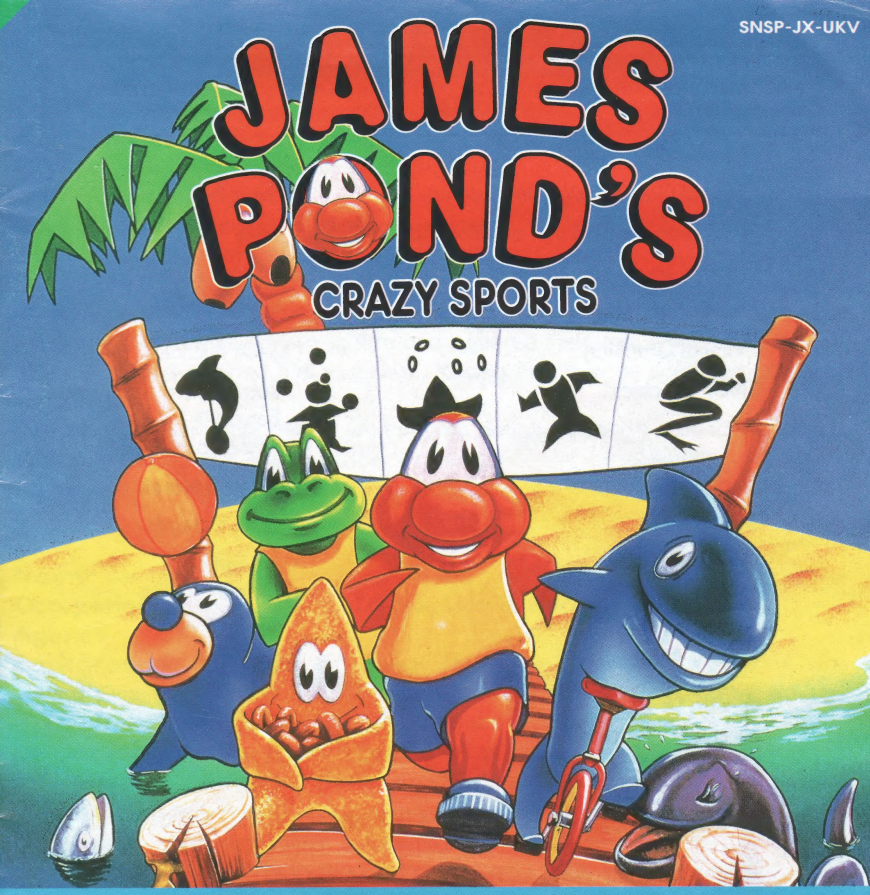
SNSP-JX-UKV

JAMES POND'S

CRAZY SPORTS



INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

SALES CURVE

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

Original Game Design and Coding:	Steve Bak
SNES programming and additional design:	Mike Ball
Original Music and Sound Effects:	Richard Joseph
Music Driver:	Martin Walker
Original Graphics:	Sean Nicholls
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SALES CURVE

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Artist Biography

Name: Mike Ball
Occupation: SNES Programmer
Age: 23 (mentally 4)
Background: Raised by a family of wild seals, he learnt to balance balls and thus earning his name. One day he caught his reflection in a puddle and realised he did not have flippers, just very bendy toes. Deciding to search for his own kind, he swam off to the sunny shores of California, for the auditions of Baywatch, only to take a wrong turn and swim up the Cam, where mad hunters caught him and chained him to a desk, forcing him to write computer games to this very day.
Dream Job: Being the person who moulds doughnut dough around the jam.
Interests: Cheshire Cats and Clam watching.
Favourite Food: Octo-pudding.

Name: Ben Levitt
Occupation: Graphic Artist and resident film fanatic.
Age: 21
Background: Began life as a small fry in the North Sea, where he was always swimming against the tide. Was enticed into the Millennium fish tank by a promise of constant supply of fresh fish and an increasing pay scale.
Dream Job: Directing prawn movies and fish finger adverts.
Interests: Not wearing sun-glasses and modelling the latest in crutches.
Favourite Food: Pot fish.

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Danger Takes a Break

Perilous missions, wicked villains and gorgeous mermaids make up the everyday life of an Underwater Agent. But even a top FI5H operative needs a break from the undersea grottos of international intrigue.

FI5H agents aren't wet fishes when it comes to leisure time. They'd rather hook into some furious, fun action than lie in the sun with a bunch of beached whales. That's why they started the Super Aquatic Games 8 Competitive Events, a Bonus Event and a Secret Special Event that really separates the men from the minnows.

So start pumping those gills and aim for the Fin-ish Line and as our leader himself says; "It's a halibut good time!"

Let The Games Begin

1. Wipe away any seaweed, ocean debris and dead marine animals from your console. Make sure that your console is switched off.

2. Carefully blow any sand off your JAMES POND'S CRAZY SPORTS cartridge and insert it into the Super NES.

3. Switch your console on. The game will now be loaded.

4. Ensure that the Super NES Standard Controller is plugged into Port 1.

5. Remove any scuba gear that may impair your vision and prepare to play.

Well? What are you waiting for? Get out there, perform like Scaly Thompson and do FI5H proud!

Choose Your Game

When at the bottom of the Sea use the game selection screen to choose the type of game you want to play Press A, B or Y until the game you want is highlighted and then press START to select from the following game types:-

TRAINING

James Ponda's Workout — 1 Player
Practice any event in Easy Mode

Tuffer Training — 1 Player
Practice any event in Normal Mode

Piranha ! Practice — 1 Player
Practice any event in Hard Mode

Aquatics Option Mode — Pressing the X button whilst on the Main Option Screen will allow you to change the KEYBOARD, SOUND and DIFFICULTY settings.

Difficulty — May be set to either NORMAL, or TADPOLE for younger players.

Sound Mode — May be set either to MUSIC WITH SOUND FX or SOUND FX ONLY.

Each event within Aquatics uses one of two control methods. The first method is used for the running style games, whilst the second is used where left and right motion is needed. Each control option has two buttons assigned to it. The player may use one or both of these buttons to perform the action. See below for usage of the controls.

COMPETING

The Aquatic Games

1 Player
The whole can of worms. Attempt each event in order, playing for the gold.

Double Trouble

2 Players
Two players attempt each event in order, playing against each other for maximum points.

Triple Trouts

3 Players
Three players attempt each event in order, playing against each other for maximum points.

Fintastic Foursome

4 Players
Four players attempt each event in order, playing against each other for maximum points.

Pausing the Game

If you're playing an event and you're feeling like a fish out of water, you can pause the game by pressing START. To resume the game, press START again. Alternatively, press SELECT to quit the game.

Scoring in Competitions

In Single Player competitions, you're aiming to win medals - gold if you're a god, silver if you're pretty good, or bronze if you're...well...not as good as the other winners. If you fail to qualify for an event, you're out of the Aquatic Games and you'll have to start over. In each event you can also earn bonus points. If you earn enough bonus points, you can participate in bonus events. If you win a bonus event, you get a "shield of merit". You can win up to six shields. The highest possible score for a Single Player competition is eight gold medals and six shields.

Multi-Player Games

In multi-player competitions you're out for points. Grab as many as you can in order to shut down the competition.

You can have up to four players competing in the Aquatic Games. When you select a multi-player game, you'll play one of the following teams of aquabats:

Team	**Trainer**
The Swamp Bay Splashers	Steve Clam
The Hilly Island Hoppers	Mickey O'Shell
Flappy's Flyers	Flappy MacBeak
The Deep Sea Dippers	Billy the Squid

The events are played in order. Each player takes a stab at each event; all players must play the event before moving on to the next one.

After each event, the Results Screen shows the placings for each team in order, left to right. Press START to display the Leaderboard complete with team scores.

From the Leaderboard, press START to display the Current Standings screen and then START again to move on to the next event.

100 Metre Splash

At the end of the day you may be able to enter the secret special event. To gain entrance the player must have collected a large letter from each event. When all of the letters are collected they will spell a secret password. Beware though, some of the letters will not appear until a certain task is completed. Others may just be awkward to reach.
A splashy dash across a 100m wide body of water. Your opponent is F-fortesque Frog, a world renowned sprinter who'll be hot on your eels. You'll never catch F-fortesque hanging about. He's put his heart and sole into training for this race and he's not going to lose without a fight !

Tap the RUN buttons on your controller to gain speed. Do it fast or you'll be eating amphibian dust. To leap, press the JUMP button.

Qualify	Bronze	17 seconds (22 for tadpoles)
	Silver	16 seconds (21 for tadpoles)
	Gold	15 seconds (20 for tadpoles)

Controls

Press	**Activity**
A + B	Run
X + Y	Jump

Kipper Watching

Ceceelia the Seal has a problem. Her friends are peacefully having a kip in the sun, but a bunch of tourists are throwing beach balls at them ! Ceceelia's a considerate seal, so she's going to do her best to protect her friends from the pesky louts.

Run and jump at any angle to deflect the incoming balls. If one ball hits a seal, it wakes him up. If a second ball hits the seal, he'll leave. If two seals leave, the siesta is over and so is the event.

Beware the exploding beach balls, as they are much heavier than the other balls and will wake up and scare any seal they hit.

To move from left to right, simply move LEFT or RIGHT on your controller. To jump, press the JUMP button. For that extra bit of power hold the ACTION button as you move. To gain extra points, try pushing DOWN on the controller to gain a snooze bonus.

Qualify	Bronze	1 minute
	Silver	2 minutes
	Gold	3 minutes

Controls

Press	**Activity**
Left	Move Left
Right	Move Right
Y + Left or Right	Turbo Run
A + Left or Right	Turbo Run
B or X	Jump
B or X + Left or Right	Jump Left or Right
B or X + A or Y + Left or Right	Turbo Jump Left or Right

The Bouncy Castle

Pond is an accomplished gymfish on the sponge trampolines and this time he's going for the gold. To begin the event, push the JUMP button on the controller to leap onto the sponge. Push JUMP each time you hit the sponge and keep it pressed as you rise up; release it at the peak of your bounce. Once you're high enough, you can start performing tricks. To perform twists, press the ACTION button and push UP. If you press ACTION and press RIGHT you will do a forward somersault. To show that you're capable of real variety, you must do each of the following moves six times before the time runs out: Tadpoles only have to complete 3 each of the following moves to finish:-

Double Twist
Double Forward Somersault
Double Backward Somersault
Twist & Forward Somersault Combo
Twist & Backward Somersault Combo
Forward and Backward Somersault Combo

Bonus points may be awarded by hitting the Dr. Maybe targets in the upper area.
Note: *You can't move left and right while doing somersaults.*

Qualify	Bronze	3 minutes
	Silver	2 minutes
	Gold	1 minute

Controls

Press	**Activity**
Left	Move Left
Right	Move Right
Press up + A or B	Twist
X or B	Jump higher
Left + A or Y	Backward Somersault
Right + A or Y	Forward Somersault

Feeding Time

Freddie Starrfish is feeding his fish friends some of their favourite sweets; Sugared Brine, Squid Drops, Anchovy Donuts and Barnacle bars. Unfortunately, a bunch of fishermen are angling to use sweets to entice his friends onto the end of their lines. Freddie's task is to save his fishy friends from being plucked from the sea.

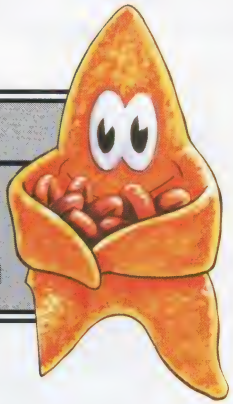
To save Freddie's friends, move LEFT or RIGHT on the controller to go to one of the sweet dispensers. Press A, B, X or Y to fill up his bag with sweets. (You can see how full his bowl is by watching the bar at the bottom of the screen). Move left or right until he's over the fish you want to feed. Press A, B, X or Y to drop the sweets into the fish's mouth.

The further the fish is out of the water, the more susceptible it is to the fisherman's hooks. Once two fish are caught, the event is over.

Qualify	Bronze	1 minute
	Silver	2 minutes
	Gold	3 minutes

Controls

Press	**Activity**
Left	Move Left
Right	Move Right
A, B, X, or Y	Fill up/Drop food



Shell Shooting

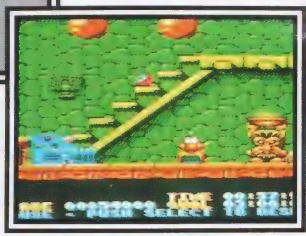
The goal of the Shell Shooting event is to pick up limpets, toss them in the air and burst the balloons hanging from the ceiling. Here's how you do it. Press B on the controller to leap into the air. The idea is to land on the *edge* of a limpet shell. If you land just right, you'll flip the shell into the air. Use the controller to move left or right until you're *below* the falling shell and then press and hold A or Y to catch it. You can now move left and right until you're below a balloon. Press A or Y again to toss the shell and pop the balloon. If you have reflexes like a catfish, you should be able to catch the shell again to use it on the other balloons.

Don't let a limpet hit you while you're standing. The little guys are tiny but they're strong. They can knock you down if you're standing still, and you'll lose time and also drop any shell that you have been carrying.

Qualify	Bronze	3 minutes
	Silver	2 minutes
	Gold	1 minute

Controls

Press	**Activity**
Left	Move Left
Right	Move Right
X or B	Jump
Y or A	Catch/throw shell



Tour de Grass

Before joining FI5H, Mark was a unicycling circus-shark in Finland. Now he wants to prove he's the best and he's pedalling for the Gold(fish) Medal. To get Mark going quickly, press A and B alternately to increase his speed.

Qualify	Bronze	40 seconds (45 for tadpoles)
	Silver	35 seconds (45 for tadpoles)
	Gold	30 seconds (45 for tadpoles)

Controls

Press	Activity
A + B	Move
X or Y	Jump

Leap Frog

F-fortesque's up again and this time he's in for a shock if he's not careful! This event requires him to get from the start to the finish as quickly as possible, jumping over obstacles along the way. Press A and B alternately to build up speed. Press X or Y to jump over the various obstacles and continue to press A and B to maintain speed. The flying fish is your monitor as to how you are doing. If he beats you in the line then F-fortesque will be spawned by his trainer. Cunning agents will discover a secret way of gaining a quick start.

Controls

Press	Activity
A + B	Run
X or Y	Jump

The Special Event

At the end of the day you may be able to enter the secret special event. To gain entrance the player must have collected a large letter from each event. When all of the letters are collected they will spell a secret password. Beware though, some of the letters will not appear until a certain task is completed. Others may just be awkward to reach.

The Relay Race

For the last event the whole team has to work together in the relay race. The race starts with F-fortesque Frog. By using A and B buttons the player can make him run along the landscape. By pressing X or Y he leaps into the air. F-fortesque can then pass over control to Mark the Shark by landing on the end of the see-saw, thus rocketing Mark into the air. A sign will appear, indicating the best place for F-fortesque to jump from.

Mark then takes the second leg of the race, being careful to avoid the limpet mines. Controls are the same as for F-fortesque. Mark similarly swaps control to Ceceelia Seal through the use of a second see-saw.

Ceceelia has then to run across the beach to the pier where Sammy Starfish is asleep, by using LEFT and RIGHT on the controller and B to jump. To wake Sammy, Ceceelia has to go to the beach ball dispensing machine and bounce a ball on her head all the way to the pier. With a final bounce, the ball will hit Sammy on the head, waking him up.

Sammy has then to catch five sweets in his bowl. Once this is done he can throw the bowl from the right hand side of the pier by pressing button B. If five sweets were correctly collected, the bowl will catapault Pond into the air. If the wrong amount of sweets was collected, then unexpected results may occur.

When launched correctly, Pond will rocket through the centre of the flaming hoop and vault off the following springbox. To complete the final leg, Pond must then race towards the finishing line as fast as his fins will carry him by using A and B to run and X or Y to jump.

Qualify	Bronze	50 seconds
	Silver	45 seconds
	Gold	40 seconds

Hop, Skip or Jump (Bonus Event)

If you earn enough bonus points in the regular events, you're given the option of participating in the bonus event. The bonus event involves risk. You have to spend some points to get into it, but the rewards are high.

A message will appear: BONUS EVENT AVAILABLE. To participate in the bonus event, press the SELECT button. If you don't want to participate, press START.

It's now the turn of F-fortesque Frog, the very British amphibian who's just a tad-Polish. To get F-fortesque on the move, press A and B alternately and build up speed. Press X or Y once when you reach the "jump" mark and continue pressing A and B to maintain speed. When the jump angle indicator appears, press X or Y once more, as close to 45 degrees as possible to get the longest jump. Be careful not to run past the jump mark!

Qualify	Bronze	800
	Silver	900
	Gold	1000

THE FRISBEE

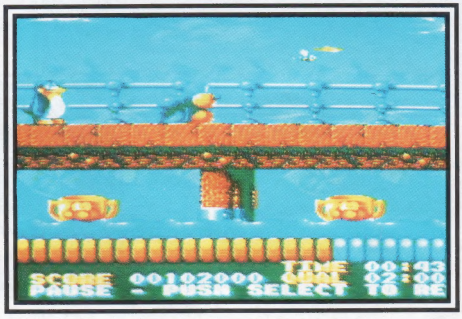
Controls

Press	**Activity**
A + B	Run
X or Y	Start Hop/Skip & then
X or Y	Select Leap Angle

If you managed to collect all five letters and thus spell the secret password, then you will be allowed to try the special event. Naturally, we can't tell you too much about this event, but the aim of it will be to gain as many points in one minute as is fishily possible. To do this, you will have to use LEFT and RIGHT to negotiate your way around. When you have picked up a frisbee, run as fast as possible (ACTION acts as a turbo), to the end of the pier. Press JUMP to start the throw and when the bee indicates the angle you wish to throw, press JUMP again to release the frisbee. Be VERY careful not to fall off the pier!

Controls

Press	Activity
Left	Move Left
Right	Move Right
A or Y	Turbo
B + Y	Throw Frisbee



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This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

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